



XALVADOR CLOUD

Cleric 10 (Domain of Life)	68,480	
CLASS & LEVEL	EXPERIENCE POINTS	PLAYER NAME
Human	Sage	
RACE/ANCESTRY/HERITAGE	BACKGROUND	CAMPAIGN or PLAYER ID

STR
+1
13

DEX
-1
8

CON
+3
16

INT
+0
10

WIS
+5
20

CHA
+1
12

+4

PROFICIENCY BONUS

SAVING THROWS

+1 Strength Saves
-1 Dexterity Saves
+3 Constitution Saves
+0 Intelligence Saves
+9 Wisdom Saves *
+5 Charisma Saves *
* Prof. bonus added

SKILLS

-1 Acrobatics (Dex)
+5 Animal Handling (Wis)
+4 Arcana (Int) *
+1 Athletics (Str)
+1 Deception (Cha)
+4 History (Int) *
+9 Insight (Wis) *
+1 Intimidation (Cha)
+0 Investigation (Int)
+9 Medicine (Wis) *
+0 Nature (Int)
+5 Perception (Wis)
+1 Performance (Cha)
+1 Persuasion (Cha)
+4 Religion (Int) *
-1 Sleight of Hand (Dex)
-1 Stealth (Dex) (Disadv.)
+5 Survival (Wis)

* Prof. bonus added

PASSIVE WISDOM (PERCEPTION)

15

ARMOR CLASS (AC)

15

INITIATIVE

-1

SPEED

30 ft.

Armor Worn: scale mail, shield

HIT POINTS

83

HIT DICE

10d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Mace. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d6+1 bludgeoning damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit. Hit: 1d8+1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

War Caster Feat [PHB p. 170]: Adv. on Constitution saves to maintain concentration when hit, cast somatic even when something in both hands, cast spell for opportunity attack reaction.

Sacred Flame Cantrip. Ranged Spell Attack: Targets creature within 60 feet that you can see. That creature makes a DC 17 Dexterity saving throw or takes 2d8 radiant damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: scale mail (AC 14), shield (AC +2), mace, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 109 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 716 gold pieces (gp); 33 silver pieces (sp); 60 copper pieces (cp); 4 gems (worth 100 gp each)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields
Weapons: simple weapons
Tools: none
Saving Throws: Wisdom, Charisma
Skills: Arcana, History, Insight, Medicine, Religion
Languages: Common, Dwarvish, Elvish, Halfling, Orc

ENCUMBRANCE

Lifting & Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.

MAGIC SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +9
Spell Save DC 17

Cantrips Known: Guidance, Light, Resistance, Sacred Flame, Spare the Dying, Thaumaturgy

Prepared Spells

1st Level (4 slots): Bless*, Cure Wounds*, Command, Bone, Inflict Wounds
2nd Level (3 slots): Lesser Restoration*, Spiritual Weapon*, Enhance Ability, Hold Person, Continual Flame, Locate Object
3rd Level (3 slots): Beacon Of Hope*, Revivify*, Clairvoyance, Remove Curse, Mass Healing Word
4th Level (3 slots): Death Ward*, Guardian Of Faith*, Banishment, Control Water
5th Level (2 slots): Mass Cure Wounds*, Raise Dead*, Commune, Contagion, Greater Restoration

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- Attack: Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- Cast Spell: If casting time 1 action.
- Dash: Double Speed this turn.
- Disengage: Avoiding all opportunity attacks while moving; "defensive retreat."
- Dodge: Give attackers disadvantage.
- Escape: Try to break free from grapple.
- Grapple: Special melee attack.
- Help: Give an ally advantage on one ability check or attack roll.
- Hide: Stealth allowed only if unobserved.
- Ready: Plan to take action as reaction when trigger occurs.
- Search: Perception or Investigation check.
- Shove: Special melee attack.
- Stabilize: DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- Use Object: Pick a lock, activate magical item, cover a hooded lantern, etc.
- Use Potion: Drink or administer.
- Use Shield: Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- Offhand Attack: If doing Attack as action, may make one attack this turn if light weapon in other hand.
- Cast Spell: If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- Move: Distance equal to Speed.
- Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling: "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- Drop Prone: No cost to Speed.
- Stand Up: From Prone position/condition, costs half Speed that turn.
- Take Cover: At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- Cast Spell: If casting time 1 reaction.
- Opportunity Attack: May make one attack if enemy moves out of reach.
- Readied Action: After trigger occurs, else action wasted.

FREE ACTIONS

- Concentration (Maintain A Spell): Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- Interacting With An Object: Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

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Page number references...

[PHB] = Dungeons & Dragons Player's Handbook (5th edition) by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965505; ISBN-13: 978-0786965501).

[DMG] = Dungeons & Dragons Dungeon Master's Guide (5th edition) by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625).

[MM] = Dungeons & Dragons Monster Manual (5th edition) by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

[ERRLW] = Eberron: Rising from the Last War by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

[MOoT] = Mythic Odysseys of Theros by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

[MToF] = Mordenkainen's Tome Of Foes by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

[TCoE] = Tasha's Cauldron of Everything, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

[VRGtR] = Van Richten's Guide To Ravenloft by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

[VGtM] = Volo's Guide To Monsters by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

[WBtW] = The Wild Beyond The Witchlight by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = Xanathar's Guide to Everything by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are available from a gaming store near you.

HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = Critical Role: Tal'Dorei Campaign Setting by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

[EGtW] = Explorer's Guide to Wildemount by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

[Gunslinger] = Gunslinger Martial Archetype for Fighters by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

[Blood Hunter] = Blood Hunter Class for D&D 5e (2020) by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

[Maestro] = College of the Maestro - Bard College Option by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro-Bard-College-Option>

DOWNLOADS

[Basic Rules] = Dungeons & Dragons Basic Rules, available for download from <https://dnd.wizards.com/articles/features/basicrules>

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

[UA Feb. 2015] = Unearthed Arcana: Eberron (v.1), available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

[UA May 2015] = Unearthed Arcana: Waterborne Adventures, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

[UA August 2015] = Unearthed Arcana: Modern Magic, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's My New D20 Modern Campaign conversion notes from his 2015 website article on Wizards.com.

[UA May 2018] = Unearthed Arcana: Centaurs And Minotaurs, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

[UA March 2021] = Unearthed Arcana: Folk Of The Feywild, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

[TP] = The Turtle Package, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errors)

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